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IN THE UNITED STATES
PATENT AND TRADEMARK OFFICE

In re U.S. Application Serial No. 09/966,851)

Filed: September 28, 2001)


Applicant: David H. Muir)

Title: "Methods and Apparatus for Three-
Dimensional Gaming")

Group Art Unit: Unknown)

Examiner: Unknown)

I hereby certify that this paper is being
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Commissioner for Patents, Washington,
D.C. 20231 on **December 13, 2001**


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PRELIMINARY AMENDMENT

Commissioner for Patents
Washington, D.C. 20231

Sir:

Before examining the above-referenced application, please enter the following
amendments and consider the following remarks:

In the Specification:

Please amend the specification as follows:

Please replace the paragraph beginning at page 5, line 13, with the following
rewritten paragraph:

--Fig. 16 is a symbolic diagram illustrating an exemplary three-dimensional play
mode displaying a three of a kind win completely in the "Z" dimension;--

Please replace the paragraph beginning at page 5, line 15, with the following rewritten paragraph:

--Fig. 17 is a symbolic diagram illustrating an exemplary three-dimensional play mode where a player customizes game play by covering one or more reel positions with transparent selectors by dragging the selectors from the side of the game display;--

Please replace the paragraph beginning at page 5, line 18, with the following rewritten paragraph:

--Fig. 18 is a more detailed flowchart of the "update 3D data" routine of Fig. 12;--

Please replace the paragraph beginning at page 5, line 20, with the following rewritten paragraph:

--Fig. 19 is a more detailed flowchart of the "determined payout" routine of Fig. 12;--

Please replace the paragraph beginning at page 5, line 22, with the following rewritten paragraph:

--Fig. 20 is an exemplary pay table that may be used by one or more of the gaming units for win evaluation processing;--

Please replace the paragraph beginning at page 5, line 24, with the following rewritten paragraph:

--Fig. 21 is an exemplary reel strip layout that may be used by one or more of the gaming units for win evaluation processing;--

Please replace the paragraph beginning at page 5, line 27, with the following rewritten paragraph:

--Fig. 22 is a flowchart of an embodiment of an individual layer win valuation routine that may be performed by one or more of the gaming units;--

Please replace the paragraph beginning at page 5, line 30, with the following rewritten paragraph:

--Fig. 23 is a symbolic diagram illustrating an exemplary three-dimensional play mode where a traditional 5x3 reel layout is extended to 10x3 layout by adding one "Z" layer;--

Please replace the paragraph beginning at page 6, line 1, with the following rewritten paragraph:

--Fig. 24 is a symbolic diagram illustrating an exemplary three-dimensional play mode displaying a three of a kind scatter win on the base layer with four additional scatters on the "Z" layer; and--

Please replace the paragraph beginning at page 6, line 5, with the following rewritten paragraph:

--Fig. 25 is a symbolic diagram illustrating an exemplary three-dimensional play mode including additional win evaluation methods.—

Please delete the paragraph beginning at page 6, line 9.

REMARKS

No new matter has been entered by way of these amendments. The amendments merely correct a numbering error associated with the "Brief Description of the Drawings" as originally filed.

AMENDMENTS

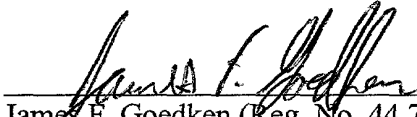
Attached hereto is a marked-up version of the changes made to the specification and claims by the current amendment. The attached page is titled "VERSION WITH MARKINGS TO SHOW CHANGES MADE."

Respectfully submitted,

MARSHALL, GERSTEIN, & BORUN

December 13, 2001

By:


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2

VERSION WITH MARKINGS TO SHOW CHANGES MADE

Paragraph beginning at page 5, line 13:

[Fig. 16 is a flowchart of an embodiment of a three-dimensional gaming routine that may be performed by one or more of the gaming units] Fig. 16 is a symbolic diagram illustrating an exemplary three-dimensional play mode displaying a three of a kind win completely in the "Z" dimension;

Paragraph beginning at page 5, line 15:

[Fig. 17 is a continuation of the flowchart of Fig. 16 further describing an embodiment of a three-dimensional gaming routine that may be performed by one or more of the gaming units] Fig. 17 is a symbolic diagram illustrating an exemplary three-dimensional play mode where a player customizes game play by covering one or more reel positions with transparent selectors by dragging the selectors from the side of the game display;

Paragraph beginning at page 5, line 18:

[Fig. 18 is an exemplary pay table that may be used by one or more of the gaming units for win evaluation processing] Fig. 18 is a more detailed flowchart of the "update 3D data" routine of Fig. 12;

Paragraph beginning at page 5, line 20:

[Fig. 19 is an exemplary reel strip layout that may be used by one or more of the gaming units for win evaluation processing] Fig. 19 is a more detailed flowchart of the "determined payout" routine of Fig. 12;

Paragraph beginning at page 5, line 22:

[Fig. 20 is a flowchart of an embodiment of a individual layer win valuation routine that may be performed by one or more of the gaming units] Fig. 20 is an exemplary pay table that may be used by one or more of the gaming units for win evaluation processing;

Paragraph beginning at page 5, line 24:

[Fig. 21 is a symbolic diagram illustrating an exemplary three-dimensional play mode where a traditional 5x3 reel layout is extended to 10x3 layout by adding one "Z" layer] Fig. 21 is an exemplary reel strip layout that may be used by one or more of the gaming units for win evaluation processing;

Paragraph beginning at page 5, line 27:

[Fig. 22 is a symbolic diagram illustrating an exemplary three-dimensional play mode displaying a three of a kind scatter win on the base layer with four additional scatters on the "Z" layer] Fig. 22 is a flowchart of an embodiment of an individual layer win valuation routine that may be performed by one or more of the gaming units;

Paragraph beginning at page 5, line 30:

[Fig. 23 is a symbolic diagram illustrating an exemplary three-dimensional play mode displaying a three of a kind win completely in the "Z" dimension] Fig. 23 is a symbolic diagram illustrating an exemplary three-dimensional play mode where a traditional 5x3 reel layout is extended to 10x3 layout by adding one "Z" layer;

Paragraph beginning at page 6, line 1:

[Fig. 24 is a symbolic diagram illustrating an exemplary three-dimensional play mode where a player customizes game play by covering one or more reel positions with transparent selectors by dragging the selectors from the side of the game display;] Fig. 24 is a symbolic diagram illustrating an exemplary three-dimensional play mode displaying a three of a kind scatter win on the base layer with four additional scatters on the "Z" layer; and

Paragraph beginning at page 6, line 5:

[Fig. 25 is a symbolic diagram illustrating an exemplary three-dimensional play mode where a player customizes game play by covering one or more reel positions with transparent selectors by pulling the selectors from the top of the game display; and] Fig. 25 is a symbolic diagram illustrating an exemplary three-dimensional play mode including additional win evaluation methods.

Paragraph beginning at page 6, line 9:

[Fig. 26 is a symbolic diagram illustrating an exemplary three-dimensional play mode including exemplary drop down panels at different layers and exemplary win evaluation methods.]